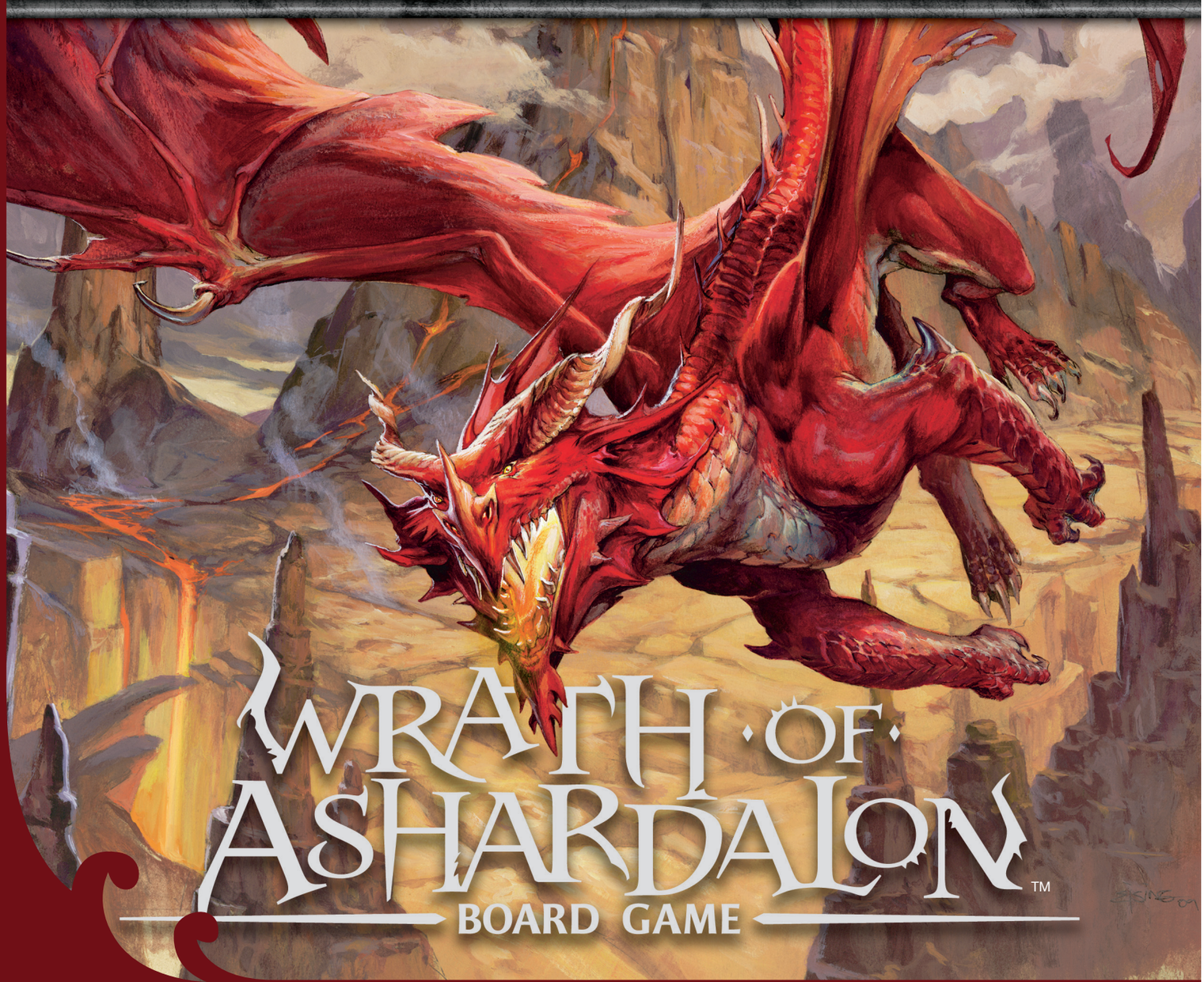
AGE 12+

DUNGEONS & DRAGONS®



WRATH OF ASHARDALON™

BOARD GAME

WEB EXCLUSIVE BONUS ADVENTURES

300_21442000_001_WrathRules_REV.indd 1 10/12/10 2:01 PM

WRATH OF ASHARDALON BONUS ADVENTURES:
SERVANTS OF THE THUNDER SHAMAN

Are you ready to take on the orc horde?

By Peter Lee ✦ Cartography by Jason A. Engle

We've just released the second D&D® Adventure System board game, *Wrath of Ashardalon*™, the first being last year's *Castle Ravenloft*™. If you have both games, a whole new world of fun is open to you!

These bonus adventures require both the *Castle Ravenloft* and *Wrath of Ashardalon* board games. Unless otherwise noted, they use the standard adventure rules presented in the Rulebook and Adventure Book.

Number of Heroes: These adventures are designed for 2-5 Heroes. Each can be played as a solo experience, but they are very tough. In that case, you'll need to start each adventure with an additional Healing Surge token.

Special Adventure Rules

Before you play this series of adventures, you'll need to do a small amount of preparation. The *Castle Ravenloft* game is the main source of components, but you'll also need a few items from *Wrath of Ashardalon*. Unless otherwise noted, use the *Castle Ravenloft* Dungeon tiles.

Constructed Decks

The three primary decks for these adventures all use cards from both *Castle Ravenloft* and *Wrath of Ashardalon*. The following instructions explain which cards you'll need: *Castle Ravenloft* cards are identified by the initials "CR," while those from *Wrath of Ashardalon* use "WoA." Return any unused cards to the game box; they won't be used for these adventures.

Encounter Deck

Construct the Encounter deck using the following cards.

Blood Fog (CR 52)
Crippling Miasma (CR 54)
Bubbling Cauldron (CR 59)
Frenzy (CR 63)
Howl of the Wolf (CR 66)
Illusionary Trick (CR 67)
2 Overrun (CR 72-73)
Reinforcements (CR 78)
Teleport Glyph (CR 86)
Choking Fog (CR 92)
Gray Ooze (CR 94)
Howling Ghost (CR 97)
Fire Trap (CR 108)
Spear Gauntlet (CR 110)
A Gap in the Armor (WoA 51)
Bad Luck (WoA 52)
Bloodlust (WoA 53)
High Alert (WoA 61)
Surrounded! (WoA 63)
Ancient Spirit's Blessing (WoA 65)
Frenzied Leap (WoA 68)
Hall of the Orcs (WoA 69)
Lost (WoA 72)
Bull's Eye! (WoA 84)
Concussive Blast (WoA 85)
Deep Tremor (WoA 86)
Lurker's Strike (WoA 89)
Cave In (WoA 97)
Poisoned Dart Trap (WoA 101)

Monster Deck

Construct the Monster deck using the following cards.

3 Blazing Skeleton (CR 111-113)
3 Gargoyle (CR 114-116)
3 Rat Swarm (CR 123-125)
3 Skeleton (CR 126-128)
3 Wolf (CR 132-134)
3 Cave Bear (WoA 104-106)
3 Gibbering Mouther (WoA 110-112)
3 Orc Archer (WoA 125-127)
3 Orc Smasher (WoA 128-130)
3 Snake (WoA 131-133)

Treasure Deck

Construct the Treasure deck by shuffling together all the Treasure cards from the *Castle Ravenloft* and *Wrath of Ashardalon* games.

Hero Selection

You can use any Hero you like from either game. If you choose a Hero class that exists in both games (such as the fighter), you can use any combination of Power cards from the two! However, if you and another player both choose a Hero with the same class, you'll need to decide who gets which Power cards.

Additional Cards and Tokens

You'll also need the following items from *Wrath of Ashardalon*.

***Wrath of Ashardalon* Additional Components:** Poisoned Dart Trap marker, Cave In marker, Flying Carpet marker, 3 Caltrops tokens, 5 Villager cards (WoA 185-189) and tokens, Kraash Villain card and figure, 1 Legion Devil Monster card (WoA 122), 3 Legion Devil figures, and any tokens required by *Wrath of Ashardalon* powers.

Campaign Play

You can play all three of these adventures linked together as a campaign. During the campaign, your healing resources are limited. Each Hero starts with 1 Item card as normal, but instead of starting each adventure with 2 Healing Surge tokens, you begin the campaign with 5 Healing Surge tokens. This might seem like a lot of healing, but be careful—those Healing Surges must last through all three adventures!

Between Adventures

Between each adventure, the Heroes regain all lost Hit Points and flip up any face-down Power or Item cards. Before starting the next adventure, you can exchange a Hero's power with another power of the same type. For example, you can replace an At-Will power with a different At-Will power.

Discard any Encounter cards and Monster cards in play, and then reshuffle each deck (adjusting the card mix if the adventure so specifies). As well, reshuffle all the cards from the Experience Pile back into their decks. If a Hero levels up during an adventure, that Hero stays at 2nd level for the rest of the campaign.

Do not replace any spent Healing Surge tokens.

When You Start the campaign, Read:

In the middle of the night, you are woken by the horrible screams of battle. You leave the inn to find the streets filled with orcs. You and your companions dispatch many of the attackers, but some escape—along with several townsfolk prisoners!

Adventure 1: The Lost Souls

During a recent orc raid, several villagers were abducted.

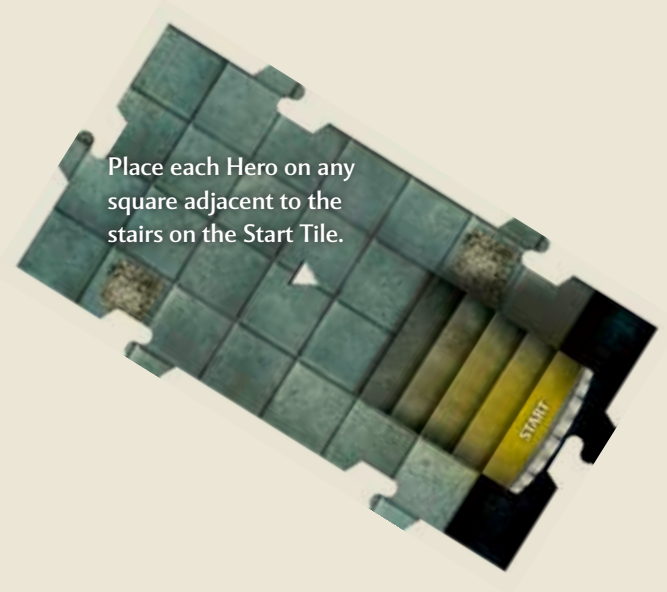
Objective: Find the Villagers and lead them out of the crypt.

Number of Heroes: 2-5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Arcane Circle tile, 3 Wraith Monster cards (CR 135-137) and figures, 5 Villager cards and tokens.

Place the **Start Tile** on the table. Place each Hero on any square adjacent to the stairs on the Start Tile.



Take the **Arcane Circle** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack. Take 3 tiles from it, and shuffle the Arcane Circle tile into those tiles. Then, without looking at any of the tiles, put the shuffled Arcane Circle and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Arcane Circle tile will appear between the 9th and 12th tile drawn.)

Set the three **Wraith** Monster cards next to the Monster deck.

Special Adventure Rules

Arcane Circle: When a Hero reveals the Arcane Circle tile, do the following.

- Instead of drawing a Monster Card for the Arcane Circle tile, each player draws a Monster card and places the corresponding Monster figure on any square of the Start Tile.
- Each player draws a random Villager card and places the corresponding Villager token on any square of the Arcane Circle tile. Each Villager acts first during that Hero's Villain Phase.

Villagers: Follow these rules for running the Villagers.

- Instead of attacking, a Hero can move the Villager token that he or she controls 1 tile in any direction. This movement is in addition to any move that Villager makes during that Hero's Villain Phase.
- If a Villager is defeated, the Hero controlling that Villager draws a Wraith card and places a Wraith figure in the square the Villager formerly occupied. If a Villager is defeated and there are already 3 Wraiths in play, each Hero takes 2 damage instead.
- At the end of any Hero Phase, if a Villager is in a square adjacent to the stairs on the Start Tile, that Villager escapes the dungeon. Remove its token and card from play.

Victory: The Heroes win the adventure if at least one Villager escapes the dungeon.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. They also lose if no Villagers escape the dungeon.

When You Start the Adventure, Read:

You've tracked the abducted villagers to a nearby crypt. You can hear their hoarse cries for help. As you descend the stairs, you wonder about the orcs' odd behavior—they never take prisoners.

When You Reveal the Arcane Circle Tile, Read:

Just ahead of you lies the arcane circle that entraps the villagers. One brush of your sword breaks the circle, releasing the prisoners. Unfortunately, you were spotted entering the crypts, and monsters have cut off your only escape. You must fight your way past them and free the villagers!

Adventure 2: The Trap

An evil hag has allied with the Orc King!

Objective: Defeat the Hag hiding in the Workshop.

Number of Heroes: 2-5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, 4 Crypt Corner tiles, Workshop tile, Howling Hag Villain card and figure, 1 Legion Devil Monster card (WoA 122), 3 Legion Devil figures.

Place the **Start Tile** on the table. Place each Hero on any square adjacent to the stairs on the Start Tile.

Take the 4 **Crypt Corner** tiles and the **Workshop** tile from the Dungeon Tile stack and set them aside. Shuffle the rest of the Dungeon Tile stack. Take 3 tiles from it and shuffle the Workshop tile with those tiles. Then take 4 more tiles from the Dungeon Tile stack and shuffle the 4 Crypt Corner tiles with those 4 tiles. Then, without looking at any of the tiles, put the shuffled Workshop and 3 tiles on top of the remaining Dungeon Tile stack, and then place the shuffled 8 tiles containing the 4 Crypt Corner tiles on top of the Workshop stack. See the illustration below.

A. Tiles 1-8: 4 Crypt Corner tiles and 4 random Dungeon tiles, shuffled together.

B. Tiles 9-12: Workshop tile and 3 random Dungeon tiles, shuffled together.

C. Tiles 13-40: All other Dungeon tiles.

Special Adventure Rules

Workshop: When a Hero reveals the Workshop tile, do the following.

- Instead of drawing a Monster Card for the tile, the active player takes the Howling Hag Villain card and places the Howling Hag figure on the Workshop tile. As a Villain, the Howling Hag acts at the start of each player's Villain Phase.
- The active player also takes the Legion Devil Monster card and places 3 Legion Devil figures on the Start Tile.
- Each other player draws a Monster card and places the corresponding Monster figure on a randomly determined Crypt Corner tile. (There can be more than 1 Monster per tile.)

Victory: The Heroes win the adventure when they defeat the Howling Hag.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

You sit with the surviving villagers in a local inn. "The orcs kept muttering the name 'Eva' when they were discussing our fate," says Alek. You have heard of an isolated witch by that name who lives near the orc hold. If you don't stop her, she is bound to kidnap more villagers.

When You Reveal the Workshop Tile, Read:

A horrifying hag greets you. "I have been expecting you," she says as you approach. "You have thwarted my attempts once, but no more! After you are dead, I will use your corpses to construct another servant for my master." The hag waves a hand, and monsters flash into existence. You're surrounded!

Adventure 3: The Shaman and the Servant

Defeat the orc shaman before his flesh golem attacks the village!

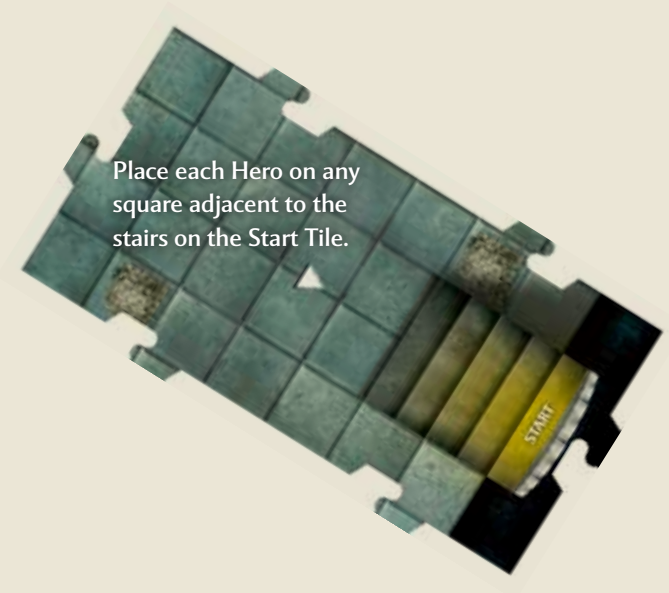
Objective: Defeat the Orc Shaman and the Flesh Golem.

Number of Heroes: 2-5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Workshop tile, Kraash Villain card and figure, Flesh Golem Villain card and figure, 1 Legion Devil Monster card (WoA 122), 3 Legion Devil figures, 3 Wraith Monster cards (CR 135-137) and figures.

Place the **Start Tile** on the table. Place each Hero on any square adjacent to the stairs on the Start Tile.



Take the **Workshop** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack. Then, without looking at any of the tiles, put the Workshop tile into the Dungeon Tile stack after the 16th tile. (This way, the Workshop tile will be the 17th tile drawn.)

Shuffle the 3 **Wraith** Monster cards and the 1 **Legion Devil** Monster card in with the rest of the Monster deck.

Place 4 HP tokens on the **Flesh Golem**'s Villain card.

Special Adventure Rules

Scouting: During each Hero Phase, the active Hero can choose to spend 5 XP to look at the top 3 tiles of the Dungeon Tile stack and place 2 of those tiles on the bottom of the stack. You cannot put the Workshop on the bottom of the stack.

Skull Tiles: Each time a tile with a Skull symbol is placed, place a HP token on the Flesh Golem's Villain card. When the 10th HP token is placed on the card, the Flesh Golem has been animated! Place its figure on the newly placed tile. As a Villain, the Flesh Golem acts at the start of each player's Villain Phase.

Once the Flesh Golem is in play, do not place more HP tokens on its Villain card when you place a Skull tile. Whenever the Flesh Golem takes damage, remove that many HP tokens from its card.

Workshop: When a Hero reveals the Workshop tile, do the following.

- ✦ Instead of drawing a Monster Card for the tile, the active player takes the Kraash Villain card and places the Kraash figure on the Workshop tile. As a Villain, Kraash acts at the start of each player's Villain Phase.
- ✦ If the Flesh Golem has not yet been encountered, place its figure anywhere on the Workshop tile. It has not been fully animated and starts play with only the number of HP tokens on its Villain card.

Victory: The Heroes win the adventure when they defeat both Kraash and the Flesh Golem.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

By following the enormous tracks of the witch's first experiment, you find an ancient dungeon at the edge of the orc lands. This must be the orc shaman's home.

When You place the Flesh Golem, Read:

With a roar, an enormous flesh golem rises! The hag's prior attempt at creating life has been fully animated, and it is rushing toward the village. You must stop it before it is too late!

When You Reveal the Workshop Tile, Read:

"You are too late!" the shaman yells. "My golem will destroy you all! No longer will my lands be plagued by the human infection!"

This PDF file was generated by a fan of the Dungeons & Dragons Adventure Board Game Series. The adventure books for more than half of these games have been released in PDF format for free download. The rules for this game were released in PDF format for free download. This file is offered to the public as a service to the player base as the official website for this file has ceased to exist.

The web address of www.DungeonsandDragons.com no longer hosts any content for this adventure game. This file should not be seen as a challenge to the copy-write of Dungeons & Dragons by Hasbro, Wizards of the Coast, or any other entity that in the future may hold the license.